

Aka Bigear

Female Goblin Bard 1 - CR 1/2

Neutral Evil Humanoid (Goblinoid); Deity: **Lamashtu**; Age: **14**; Height: **2' 11"**; Weight: **30lb.**; Eyes: **Red**; Skin: **Green**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	9	-1	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+1	=	+2	-1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=	10	+2	+1				

Touch AC	13	Flat-Footed AC	11	
		BAB	Strength	Size
				Misc

CM Bonus -2	=	-	-1	-1	-
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CM Defense	10	=	10	BAB	Strength	Dexterity	Size
				-	-1	+2	-1

Base Attack	+0	HP	9
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Initiative	Speed	Damage / Current HP
+2	30 / 20 ft	

Shortspear

Main hand: **+0, 1d4-1** Crit: **x2**
Both hands: **+0, 1d4-1** Rng: **20'**
1-hand, P

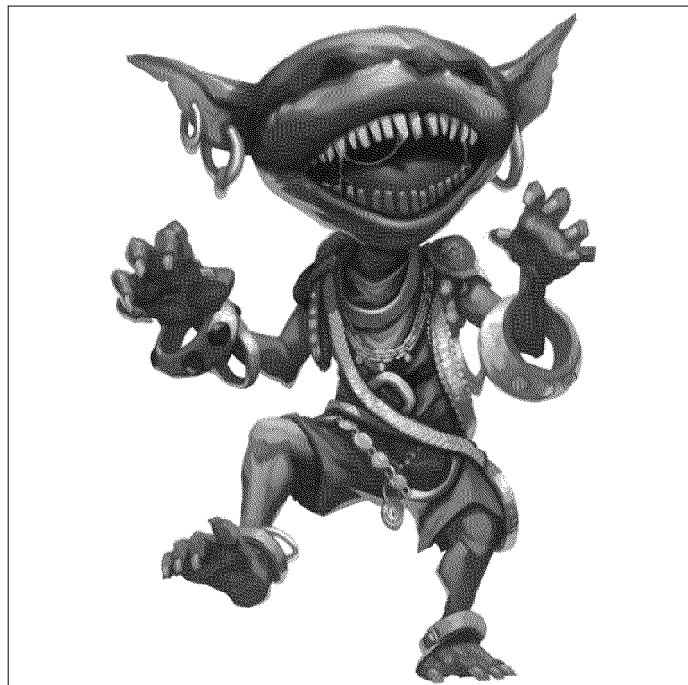
Ranged: **+3, 1d4-1**
Ranged, both hands: **+3, 1d4-1**

Shortsword

Main hand: **+0, 1d4-1** Crit: **19-20/x2**
Light, P

Sling

Ranged: **+3, 1d3-1** Crit: **x2**
Ranged, both hands: **+3, 1d3-1** Rng: **50'**
1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (2)	1	
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-4	STR (-1)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+3	DEX (2)	1	
Fly	+1	DEX (2)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+7	CHA (3)	1	
Perception	+7	WIS (-1)	1	
Big Ears: +2 to hear noise				
Ride	-1	DEX (2)	-	
Sense Motive	-1	WIS (-1)	-	
Sleight of Hand	+3	DEX (2)	1	
Spellcraft	+5	INT (1)	1	
Stealth	+7	DEX (2)	1	
Survival	+0	WIS (-1)	-	
Swim	-4	STR (-1)	-	
Use Magic Device	+7	CHA (3)	1	

Feats

Armor Proficiency (Light)
Bard Weapon Proficiencies
Roll With It
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Big Ears
Mother's Rage

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 20/60lbs, Medium Load
(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Caltrops, vicious	4 lbs
Dead Rat bound in copper bands, with a blue marble	1 lb
Dried Slug x3	-
Earthworms in dirt x5	-
Entertainer's outfit (Free)	-
Fire carrier	1 lb
Flint and steel	-
Leather armor	7.5 lbs
Lucky Pet Toad ("Cowbell")	-
Money	3 lbs
Pickles, goblin (per jar)	1 lb
Potion of cure light wounds	-
Shortspear	1.5 lbs
Shortsword	1 lb
Sling	-

Special Abilities

Bardic Knowledge +1 (Ex)
Bardic Performance (standard action, 7 rounds/day)
Bardic Performance: Countersong (Su)
Bardic Performance: Distraction (Su)
Bardic Performance: Fascinate (1 targets, DC 13) (Su)
Bardic Performance: Inspire Courage +1 (Su)
Darkvision (60 feet)

Tracked Resources

Bardic Performance (standard action, 7 rounds/day) ☐☐☐☐☐☐☐
Potion of cure light wounds ☐
Shortspear ☐

Languages

Draconic

Goblin

Spells & Powers

Bard spells known (CL 1st; concentration +4)
Melee Touch +0 Ranged Touch +3
1st (2/day)—*saving finale*^{APG} (DC 14), *summon monster i*
0th (at will)—*dancing lights*, *prestidigitation*, *resistance*,
spark^{APG} (DC 13)

Experience & Wealth

Experience Points: 0/2000
Current Cash: 150 gp

Background

Aka once saw a group of traveling humans dressed in bright colors making lots of noise. She liked them so much she killed them, stealing their bright clothes and noisemakers. Now she makes noise of her own as she watches her fellow goblins slaughter their foes.